

Titan Property

Playbacks.Editor.SelectedPlayback

API	http://api.avolites.com/10.1/Playbacks.Editor.SelectedPlayback.html
description	The playback handle currently selected in editor.
Namespaces	Playbacks.Editor
type	Handle

example

```
ActionScript.SetProperty("Playbacks.Editor.SelectedPlayback",  
Chases.ConnectedHandle)
```

This points the editor to the currently connected chaser.

used in

- [Chase - Change a chaser's overlap](#)
- [Chase - Change a chaser's XFade](#)
- [Chase - Double speed](#)
- [Dummy speed as condition](#)
- [Chase - Halve speed](#)
- [Change Playback Timings Grid](#)
- [Chase - Set chase speed](#)
- [Playback - Set all playback cues' fade-in time](#)
- [Playback - Set playback cue's fade-in time](#)
- [Playback - Set fade-in time](#)
- [Playback - Set fade-in time - modular](#)
- [Playback - Set fade mode](#)
- [Playback - Set fade-out time](#)
- [Playback - Set FX Multiplier](#)
- [Playback - Set release time](#)
- [Properties list](#)

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